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(54) Title: **METHOD AND APPARATUS FOR DECODING A DATA STREAM IN AUDIO VIDEO STREAMING SYSTEMS**

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# Aligned sequences: 2
# 1: DEX0500_001.aa.1|Ovr115.aa
# 2: DEX0500_001.aa.2|Ovr115v2.aa
# Matrix: KBL08UM62
# Gap_penalty: 100.0
# Extend_penalty: 0.5
#=====
Ovr115.aa      1  MLQDPDSQDPLNSLDVXPLKFPKMTFRKVGTPITIALLSIASIIVV      50
Ovr115v2.aa    1                                     MLQDPDSQDPLNS      12
Ovr115.aa      51 VLLKVLQKTYFLCQQLPFLPDLQGLDGLDPLKNDSEKCVKSPFQD      100
Ovr115v2.aa    13 SLVKVLQKTYFLCQQLPFLPDLQGLDGLDPLKNDSEKCVKSPFQD      62
Ovr115.aa     101 AVAVRLSKDRSTLQVLDSATQWFEACFQNYFTALARTACRQMGYSKPT      150
Ovr115v2.aa    63 AVAVRLSKDRSTLQVLDSATQWFEACFQNYFTALARTACRQMGYSKPT      112
Ovr115.aa     151 FRAVRLGPDQDLVVEITENSQELMNRNSGPGCLSGSLVSLKCLACKEL      200
Ovr115v2.aa   113 FRAVRLGPDQDLVVEITENSQELMNRNSGPGCLSGSLVSLKCLACKEL      162
Ovr115.aa     201 KFFKVVGGREASVDSPWQVSIQYDQKQVCGGSLDPEWVLTAAACFRR      250
Ovr115v2.aa   163 KFFKVVGGREASVDSPWQVSIQYDQKQVCGGSLDPEWVLTAAACFRR      212
Ovr115.aa     251 TDVFMKVRAGSDKLGSPFSLAVAKIIEFMFMYPKDDIALMCLQFFL      300
Ovr115v2.aa   213 TDVFMKVRAGSDKLGSPFSLAVAKIIEFMFMYPKDDIALMCLQFFL      262
Ovr115.aa     301 TFGTVPFLCPLPFFDELTPTATPLMILQNGPTQNGGKSHILLQASQV      350
Ovr115v2.aa   263 TFGTVPFLCPLPFFDELTPTATPLMILQNGPTQNGGKSHILLQASQV      312
Ovr115.aa     351 IDSTRCHADDAVQGSVTEHMCAGIPEGGVDTQGGDSGGPIMQSDQWV      400
Ovr115v2.aa   313 IDSTRCHADDAVQGSVTEHMCAGIPEGGVDTQGGDSGGPIMQSDQWV      362
Ovr115.aa     401 VGIVSWGYGCGGSPTPGVYTKVSAVLWHTYVWKAEI      437
Ovr115v2.aa   363 VGIVSWGYGCGGSPTPGVYTKVSAVLWHTYVWKAEI      399
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(57) Abstract: A method for decoding a data stream containing audio/video substreams (14) and control substreams comprises buffering nodes (12) having the possibility to buffer multiple data packets in the same buffer. This may be achieved by having separate parameters for the allocated buffer size and any stored packet. Thus, not only multiple packets may be stored in the buffering node (12), but also such node may exist while its buffer is empty, so that the node may be reused later. This is particularly useful for buffering and selectively accessing multiple audio packets in MPEG-4 audio nodes or sound nodes.